

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# Crash Bandicoot 2: N-Tranced

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# Getting Started

Insert the Crash Bandicoot 2: N-Tranced Game Pak in the Game Boy® Advance and turn the system on. Select a language and press the A Button. Now you can watch the introductory sequence, or press START to advance to the Nav-Map and begin playing Crash Bandicoot 2: N-Tranced.

If you have a previously saved game, you can press START while in the Nav-Map to access the SAVE/LOAD screen. Here you can save and load up to four individual games' progress, as well as transfer SAVE game data between Game Boy® Advance systems (requires Game Boy® Advance Game Link® Cable, sold separately).



# Controls



#### Menu Controls

| Start Game/Pause/Return to Game | . START                      |
|---------------------------------|------------------------------|
| Highlight Menu Selection        | . Control Pad, Up ▲, Down ▼, |
|                                 | Left ◀, Right ►              |
| Confirm Selection               | . A Button                   |
| Return to previous screen       | . B Button                   |

### Came Controls

#### Crash Bandicoot Body Slam . . . . . . . . A Button to jump, at top of jump press R Button Crouch ...... R Button, or +Control Pad Down ▼ SELECT . . . . . Status Panel with number of lives, Wumpa, and crates START . . . . . . . . . . . . Pauses the game and brings up the Pause Menu Wake Board Crash Move .....+Control Pad Jump ..... .A Button Spin..... B Button (while in the air) Turbo **B** Button Sharp Cuts .....L and R Buttons



| Magic Carpet Crash |              |
|--------------------|--------------|
| Move               | +Control Pad |
| Fire Wumpa         | B Button     |
| Copter Crash       |              |
|                    | +Control Pad |
|                    | B Button     |
| Space Coco         |              |
|                    | +Control Pad |
| Shoot              |              |
| Atlas Sphere       |              |
| Move               | +Control Pad |
|                    |              |
|                    |              |



### Enter N. Trance!



When we last left our story Dr. Neo Cortex and his minions had been jettisoned into deep space. Meanwhile, Uka Uka (the evil twin mask of the kindly Aku Aku) and Dr. Nefarious Tropy are devising a master plan for world domination. Dr. N. Tropy, the master of space and time, peers into the future for the answer. He sees that the key to achieving their goal requires the

help of one Crash Bandicoot, his sister Coco and the super-bandicoot Crunch... and it just so happens that N. Tropy knows someone who can make this happen.

In his travels through space and time N. Tropy came across a 5th-dimensional being who is a master of hypnotism—the diabolical N. Trance! Together they hatch a plan to use N. Trance's powers to brainwash Crash and the gang and make them do their evil bidding!



The nefarious duo manages to capture Coco and Crunch, and N. Trance brainwashes them to aid in their plan. Now it's up to Crash to rescue his friends and thwart Uka Uka, N. Tropy, and N. Trance's plans for world domination.

### Where in the World Are They?



The game world is displayed as a map. Dotted lines indicate areas that Crash can explore. As you retrieve crystals and gems from the levels, new paths will open for further exploration.



### Crystals

Aku Aku requires crystals to escape from the dimensional bubble in which you and he are stuck. He only has enough power to send you out to find more crystals, but you will have to retrieve all the crystals for both of you return to Earth.



#### Gem Shards

Clear Gems are awarded for breaking all the crates in a level. Throughout the levels, you will find different colored Gem Shards hidden off the beaten path. By collecting all the shards of a gem, you will open up a special Gem Level.

### Exploration

There are multiple paths and objectives in each level. Some paths are hidden or can only be accessed through use of a special move. Be sure Crash checks every nook and cranny, above ground and below.



## Multiplayer Action



Crash Bandicoot 2: N-Tranced features awesome new multiplayer modes that let you compete against your friends. In order to compete in the multiplayer modes, you must have:

- 2 Game Boy® Advance systems
- 2 copies of the Crash Bandicoot 2:
   N-Tranced Game Pak
- 1 Game Boy® Advance Game Link® cable
- 1. Make sure that the POWER is off on both Game Boy® Advance systems, then insert the Game Paks into both systems.
- 2. Connect the Game Boy® Advance Game Link® cable to the connection socket on each system.
- 3. Turn the systems back on.



You can access the multiplayer games through the main menu by selecting "Multiplayer." You may then choose between the following modes:

#### Atlas Sphere

This is multiplayer mayhem at its best! Battle against a friend while in a rolling ball of power! Play king of the hill or domination.

#### Level Races

Race against a friend to see who is the champ of the level.



### Time Trials and Relics

Crash can only enter each level's Time Trial mode after he has retrieved the crystal from that level. A golden stopwatch will appear the next time he enters that level. Collecting the stopwatch will start Time Trial mode. Doing this will start a timer. Control Crash and move him as quickly as possible to the exit pad at the end of the level. If you are fast enough, you will be awarded a relic, and depending on how fast you are, you will be awarded a different-colored relic.

### Relics come in three colors:



Sapphire You're good but you can do better.

**Gold** You really hauled bandicoot!

Platinum WOW, nice thumbs! You are a true master.

### Crash's Moves

Spin Attack: Crash has the ability to spin like a pint-size tornado. Press the B Button to break open crates and send enemies flying!

Jump: Press the A Button to make Crash jump up ledges and on top of boxes.

Slide: There are times when Crash needs to use a little more finesse to solve a puzzle or get by an enemy, and a well-timed slide can make all the difference. When Crash is running left or right, press the R Button and Crash will slide in that direction.

High Jump: Perform a slide, then press the A Button to jump in order to give Crash a little extra height.

Body Slam: Sometimes a brute-force approach is needed. A Body Slam can deliver a ground-shaking punch that can break some of the toughest objects and even affect certain volatile containers! Press the A Button to jump. At the top of the jump press the R Button and Crash will go into a wild Body Slam.



Crouch: Occasionally Crash will find areas that are a tight fit. He can crouch down and crawl into or under them. Pressing the R Button and moving the +Control Pad left or right will make Crash crawl in that direction.

Super Body Twice as long as a normal slide, this lets Crash slide through tight Slam: spaces with greater speed. To execute the Super Slide, press and hold the L Button, then move the +Control Pad left or right and press the R Button.

Hint: Special Moves are won after defeating a boss.



## Special Moves

Double Jump: Need an extra boost to make that jump? Double jump your way there!

Press the A Button twice in succession to make Crash do a double jump.

Tornado Spin: The tornado spin means certain destruction for most enemies. It lasts longer than a regular spin and can help Crash extend the length of a jump or double jump. Press the B Button three times in rapid succession to perform a Tornado Spin.

Turbo Run: Finding it hard to win those relics in time trial? Slip on your new shoes and get ready to haul bandicoot! While running left or right, press and hold the L Button to switch into Turbo Run mode!

Rocket Jump: Twice as high as a double jump, this will shoot Crash straight up with limited horizontal control. Press and hold the L Button then press the A Button to perform the Rocket Jump.

Super Slide: Same as the Body Slam, but MUCH more powerful. Press the A Button to jump, and at the top of the jump press the R Button to slam to the ground with a killer force!



## Earning Extra Lives

Crash starts the game with five lives, but never fear—there are many ways to collect extra lives and protect Crash during the tough times ahead.



Wumpa Fruit: Collect 100 Wumpa fruit to earn an extra life.



Aku Aku (Witch Doctor Mask): Release the Aku Aku spirit from his crate. He will protect Crash from enemies. Collect one mask for one hit point, two masks for two hit points, and collect three masks for temporary invincibility.



Crash Crate: Break these open and collect the Crash head to get a Free life!



### What's With All the Crates?!?

\*NEW\* Copter Crate: Break this new crate open and Crash straps into the Heli-Pack for crazy copter action.



\*NEW\* Freeze Crate: Breaking this new crate will temporarily freeze all the enemies on a level. But be careful, even when they are frozen they are deadly to the touch.



\*NEW\* Magic Carpet Crate: This new crate holds the Magic Carpet.

Break it open and Crash will take to the skies genie-style.



Crate: This is your everyday, garden-variety box. Crack these open to get at those delicious Wumpa fruit.







Spring Box: This is always good for a jump boost to high areas, not to mention all the fruit it gives if you keep jumping on it. Spinning it will leave you with nothing!



Mystery Crate: You never know what you'll find, there's a surprise in every box.



Aku Aku Crate: Break these open to release the Aku Aku spirit. He will protect Crash from enemies. Collect 1 mask for one hit point, 2 masks for two hit points, and collect 3 masks for temporary invincibility.



Checkpoint Crate: If you happen to lose a life, bust these crates open to restart from that point instead of restarting at the beginning of the level.



Crash Crate: An extra life in every box!



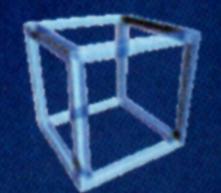
TNT Crate: Hop on these to trigger the three-second delay fuse. Stand clear before they blow! Be careful not to spin these or...BLAMMO!



Slot Box: Watch them change, faster and faster. Spin them to win your prize, but act fast as they will quickly turn into an unbreakable iron crate.



Outline Box: The contents of these strange boxes only appear if the Switch Box hidden in that level is activated.



Switch Box: Hit these to fill in the Outline Boxes.



Nitro Crate: Caution should be used when near to these highly volatile boxes. One touch and Crash goes up in smoke!



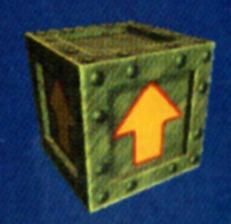
Nitro Switch Box: Smacking these will detonate every Nitro Crate in the level.







Bouncy Crate: Jump on these wooden crates to give Crash that extra height on jumps.



Bouncy Box: These work like spring boxes, but are indestructible.



Steel Crate: These are stronger than average crates. Try Body Slamming to crack these bad boys open.



Time Box: Found only in Time Trial Mode, these boxes will freeze the timer for the number of seconds noted on the side.







# The Pause Menu

From the Pause screen you can: resume the game, make sound adjustments (music and sound volume levels), and return to the Warp Room.



You can save your progress from the Warp Room. Press START to access the SAVE/LOAD screen. To save a current game, select SAVE GAME and press the A Button. Your progress can be saved in one of four save-game slots.



Use the +Control Pad to select the slot in which you wish to save your game, and press the A Button to confirm the action.

To load a previously saved game, select LOAD GAME from the SAVE/LOAD in the Warp Room. Select the saved game you wish to load from one of the four slots with the +Control Pad. Press the A Button to confirm your selection.

## Transferring Saved Cames via Link Cable

Crash Bandicoot 2: N-Tranced allows players to link to the Game Boy® Advance game Crash Bandicoot: The Huge Adventure™ and download the save file from the Game Pak. Once downloaded, the Crash Bandicoot: The Huge Adventure save file can be used to unlock extra multiplayer levels and characters based on how much of the first game has been completed.

Connect the Game Boy® Advance Game Link® Cable between two Game Boy® Advance systems running Crash Bandicoot 2: N-Tranced. Enter into the SAVE/LOAD screen from the Warp Room by pressing START. Select the option "Load Link Game" on both Game Boy® Advance systems. Saved games will then be transferred between the Game Boy® Advance systems. After transmission is complete, you will be able to load saved games from the other Crash Bandicoot Game Pak! Using the "Load Link Game" feature will not alter your previously saved games. If you would like to save a game loaded from another Game Boy® Advance running Crash Bandicoot, return to the SAVE/LOAD menu and choose "Save Game." You can then save the link-loaded game to one of your four save-game slots.



## The Players

Crash Bandicoot: Our hero! Crash might not seem like the ideal champion to save the entire planet, but this is one tough bandicoot.

coco: Coco is the spirited and highly intelligent younger sister of Crash. When she's not busy solving the mysteries of the world, she is coming up with inventions to help Crash's fight against evil.

Crunch Bandicoot: Related to Crash only by species, Crunch is a super-bandicoot originally created to destroy Crash. Freed from Neo Cortex's mind control, Crunch has now joined up with Crash and his friends.

Aku Aku

The ancient elder mask and Crash's supernatural mentor, Aku protects Crash when he gets the chance.



Dr. Nefarious Tropy: The evil master of space and time, N. Tropy is always up to no good, scheming with Uka Uka to come up with a plan for world domination.

Uka Uka: The evil twin brother of Aku Aku,
Uka Uka is the controlling force behind Cortex's
obsession with conquering the world.
He's one mean mask!



N. Trance: A bad egg from the 5th dimension, N. Trance uses his mastery of hypnotism to make his foes do the bidding. Crash's newest enemy may be the most dangerous one yet.

Fake Crash: Not much is known about the crazy character known as Fake Crash. Created during a science-experiment gone wrong, he is a not-so-exact duplicate of everyone's favorite marsupial. Friend or foe? It remains to be seen...





### Like the Came So Far?

Then log on to www.crashbandicoot.com now and check out some cool things that Crash and his friends are up to:

Screenshots
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### Notes



### **Notes**

